Jumanji: Rwby Edition

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Jumanji. An innocent game to those who haven't played it. A nightmare to those who have. After playing it, my family and I dedicated our lives to ensuring the game doesn't ruin other people's lives. However, despite our best efforts, the game kept managing to make its way to others. And this time, it's Beacon's turn. And they will know the horrors that Jumanji can unleash.

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Jumanji: Rwby Edition

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Chapter 1

Rwby: Jumanji Edition

Chap 1

Eleven Years Ago

Arc House

"Remember. The consequences will only vanish when a player has reached Jumanji and call out its name."Saphron reminded us as she prepared to roll the dice for her turn.

"We still have a long time to go before that happens." Terra reminded as she held Saph's hand. An attempt to comfort her even though certain parts of the house were covered in poisonous vines.

"Okay. We barricaded all the doors." I said as I sat down across from them.

"The windows are shut and locked." My brother, John, said as he and three of our younger sisters returned and sat down next to us.

"And now we can protect ourselves. Hopefully." My father said as he and the rest of my sisters returned with various weapons.

"I also made some snacks and drinks to keep our energy up." My mom said as she gave us each a few snacks and drinks.

"Okay. Here we go." Saphron said as she rolled the dice on the board. They rolled a few times before stopping and showing that she got a nine. Her piece, a rhino, moved forward nine spots before stopping.

"Through thick and thin, day and night, staying together is wise. But your party better move and adapt post-haste." Terra read the words

that appeared in the center of the board.

"Talk about an understatement." One of my younger sisters said.

"But we better listen and keep adapting." My father said as a vicious and menacing roar was heard from the floor above and below us.

Nine Years Ago

Vale Cemetery

"...May Monty Oum accept you both into his kingdom." The priest said as the others lowered the coffins into the ground.

One contained my mother while the other had my brother. It was two years since we played that accursed game. But during that time, my brother's mental state slowly deteriorated. We had tried to get him some help but were too late as he committed suicide. When this happened, my mother was pregnant, but the shock sent her into premature labor. It did not need to be said that neither of them survived.

"One day, we'll see each other again." I softly said as tears streamed down my face.

"But until then, we will keep watch over that board game." Saphron declared. Tears were streaming down her face as well. Terra, who was next to her, wrapped her in a hug.

'And never let anyone suffer as we did.' I mentally declared as they started to bury the coffins.

Present Day

Dream

'No, no, no.' I thought as I raced through the halls of Beacon.

Yet, it was proving difficult as the halls were covered in poisonous vines. Not to mention, I had to dodge the deadly wasps and various other animals that could kill me instantly. Hearing screaming, I quickened my pace and eventually reached the room where the screaming was coming. Opening the doors, I looked around and saw something I had never wanted to see. Velvet was dead on the floor from a poison dart courtesy of a plant. Pyrrha and Ruby were both on the couch, foaming at the mouth. The bite marks on their necks told me that they had died from rabies.

"ARC! GET OVER HERE AND HELP!" Weiss shouted. Turning to her, I saw that she was helping the few remaining students fend off against the animals and plants so that Coco could take her turn.

"Right." I said, entering the room before closing the door. Locking it, I then ran over to grab Pyrrha's shield and weapons since I lost mine. However, my hands went right through them. I kept trying to grab them, yet my hands kept going through them. Confused, I began to look around and saw the entire room start to change. And before I knew it, I was no longer in Beacon but rather at a cemetery. Feeling dread wash over me, I decided to take a closer look at the tombstones, and what I saw shocked me to the core.

"No. Not again. This can't be true." I gasped out before falling to my knees. On the tombstones were the names of all my classmates and friends. While most were dead, some of the tombstones said they were missing and are now presumed dead. Yet, I somehow knew where they were. They were in the board game of Jumanji.

"NO!" I shouted as tears started streaming down my face.

Beacon Dorms

Six A.M.

"No." I gasped out as I was startled awake from my dream. Or, as I should call it, a nightmare.

Looking around the room, I saw the rest of my team sleeping peacefully in their beds. Sighing, I got up and turned to my clock on the nightstand. Seeing that it was six in the morning and I wouldn't be able to go back to sleep, I decided to get up and start the day. Heading into the bathroom, I took a quick shower before dressing up in some casual clothes as it was the weekend. Exiting the bathroom, I went over to my bed and saw I had received a message on my scroll from my family. Curious, I looked over to the calendar hanging over my desk and saw that it was that time of the year again.

'Damn it. No wonder I had the nightmare.' I thought, worried as I picked up my scroll.

Ever since my mother and brother died, we have kept an eye on the Jumanji game to prevent it from anybody else getting as we knew it could very easily ruin their lives. Yet, throughout the years, it would try and escape somehow. And around this time of year, it would try and find new players. While we have done our best, there have been times it has escaped and found new players. And while it doesn't hold any malicious intent, the effects it can leave on people are devastating.

'Jaune, the game escaped. We are currently trying to find it. Be careful as it could show up at Beacon.' The message from my family read.

'Crap.' I thought before replying that I would keep an eye out. Putting my scroll away, I decided to worry about the game after breakfast. Hearing a bed creaking and slight groaning, I turned around and saw my partner waking up.

"Morning, Jaune. You're up early." She said with a smile while yawning.

"Yeah. I had a nightmare and couldn't get back to sleep." I explained, smiling back.

"Want to talk about it?" She asked.

"No, it's alright. Besides, it was just a bad dream." I answered before remembering something. "Isn't there something happening today?"

"Yes. There is a team celebration going on that Ozpin set up. Other teams will be arriving today." Ren answered, slightly annoyed at being woken up early on the weekend.

"Right. What teams are arriving?" I asked while doing my best to hide my fear.

"I believe it was Team Ndgo, Team Abrn, Team Brnz, and two members of team Fnki." Pyrrha answered while stretching.

"Don't forget that Ruby's friend Penny is also coming as well. Plus, I recall hearing that Weiss's sister Winter and a student from Atlas named Ciel are also coming." Ren added.

"Wasn't there also going to be a representative of a group known as the Happy Huntresses coming as well?" I asked.

"Fiona's her name if I recall correctly." Pyrrha answered.

'Hopefully, they don't come; otherwise, there is a high risk the game might show up.' I mentally prayed. Despite it being a board game, it somehow has magical abilities even outside being played. One such is being able to escape whenever it wants to where it wants. My family and I tried burying the game once, yet it managed to show up in our living room an hour later.

"Morning, everyone." Nora said through a yawn before hopping out of bed.

"Morning, Nora." We greeted back.

"What time are the other teams supposed to come?" She asked.

"Around one. Meaning we better get ready." Ren answered. Nodding, we all got ready for the day ahead. Yet, as we got ready, my fear and anxiety kept rising.

Beacon Student Lounge

One Thirty P.M.

"Why did your headmaster do this?" Nebula, from Team Ndgo, asked, annoyed.

"We have no idea. Almost everyone in this school is kept in the dark about Ozpin's ideas or plans." Coco answered.

Currently, we all were in Beacon's student lounge. Needless to say, not everyone was happy with this Team Celebration that Ozpin made. Yet, the other teams could not leave as no bullheads were available, which meant that all the other teams were stuck here until Monday when more bullheads arrived. At the very least, we, along with team Rwby and Team Cfvy, had the foresight to head into Vale and pick up some supplies. However, I couldn't entirely focus on this as my mind was on the possibility of the game appearing here.

"He certainly has some nerves as some of us have more important tasks that need to be completed." Winter commented as she took a sip of some water.

"Indeed." Ciel and Weiss agreed.

"Is there anything fun we can do to pass the time?" Nebula asked.

"Or some music we can listen to?" Neon asked.

"At the very least, someplace to train?" Arslan asked.

"The training area is closed for repairs. And unless you want to invoke the wrath of Ms. Goodwitch, I wouldn't recommend that." Ren answered.

"Then what can we do to pass the time?" May asked.

"How about watching a movie?" Fiona, the representative of the Happy Huntresses, suggested.

"Sounds good. Blondie, you got any ideas?" Reese asked, turning to me. However, I didn't answer right away as I wasn't paying attention.

"Jaune? You, okay?" Pyrrha asked, worried, snapping me back to focus.

"Sorry. I have a lot on my mind." I explained.

"Like what?" Yang asked.

"Some personal family matters." I answered. "What was the question again?"

"Got any ideas for a good movie?" Velvet asked.

"How about a space adventure movie?" I suggested.

"That sounds fun. It's been a while since we saw one." Dew answered.

"But which one as there is a lot of space movies." Flynt asked.

"How about Zath-" I began but was interrupted by Blake.

"Does anybody else hear that?" She asked.

"No." I answered as I didn't hear anything. Yet, it seemed like everyone did hear it.

"Well, you need to get your ears cleaned as it's starting to get louder." Arslan commented as everyone started to look around for the source of the noise.

"What does it sound like?" I asked, worried.

"Drums. Almost as if to call someone." Winter answered as all eyes settled on the table in the center of the room.

"It's coming from under the table." Flynt said, pointing to the table.

'Shit.' I thought, feeling dread settle in my stomach.

"I got it." Ruby said as she dashed to the table before I could stop her.

"What you find, sis?" Yang asked.

"A weird-looking board game." She answered as she pulled out the game that caused me a lot of trouble.

"Jumani." I muttered as Ruby placed the game on the table before opening it up.

"You played this game before, cutie?" Neon asked with a wink.

"Yes. And it was the biggest mistake of my life." I answered with a grim tone that surprised everyone. However, while some seemed to take me seriously, others just laughed.

"Oh, come on. How can a board game cause so much trouble?" Gwen mocked.

"Cute pieces." Ruby said as she took out the pieces from its case. But what caught my attention was that instead of four pieces, like when I played the game, there were eight this time.

'Eight pieces? Why- wait. Seven teams, seven pieces. And the ones who are not part of a team are now one.' I thought, realizing why there were eight pieces.

"Why animals?" Ciel asked, curious.

"Maybe because the game seems to be jungle-themed?" Blake suggested.

"Ruby." I said, getting her attention. "Either carefully put those pieces back in their place or give them to me."

"Why are you acting as if something is going to attack us?" Fiona asked as she gripped her crossbow staff tighter.

"Maybe he is afraid he is going to lose." Yang teased, but I just ignored her.

"Ruby. Please give it to me. Unless you want to live your worst nightmare." I told her.

"Fine." She said, rolling her eyes. She then tried to hand me the pieces; however, to my horror, they flew out of her hand and magnetized to the board.

"Oh, no." I said in fear.

"Did anyone else see that?" Reese asked in surprise.

"Yeah. How did that happen?" Nolan asked before realizing something. "Wait, the drums stopped."

"That's not good." I said, knowing that there was only one thing left before we were all screwed.

"What's not good?" Pyrrha asked.

"Do you know how to play this game, Jaune?" Nora asked as she found the dice.

"Yes. But Nora. For all that is holy, do not roll the dice." I warned her.

"Will you calm down, Arc? It's just a board game." Weiss asked, annoyed.

"It may be a board game. But it's one that should never be played." I told her.

"Oh, for Oum's sake. Just roll the dice." Arslan said, annoyed.

"Nora. Don't. Trust me." I told her. She seemed conflicted before nodding towards me. "Thank you."

"You such a killjoy." Reese said with a roll of her eyes.

"And must be a bore at parties." Neon added.

"NO, HE'S NOT!" Nora shouted, defending me. However, she jumped as she did this. Unfortunately, this also caused the dice in her hand to fall out and land on the board, starting the game with the Jade Monkey moving six paces forward.

"Shit." I said as the words appeared in the center of the board.

Notes:

Something that came to mind after rewatching the 1995 Jumanji movie again.

I know Jaune doesn't have a brother. I only gave him one for story purposes.

Some parts about the board game may seem out of place in the story, but the game has powers outside of just brining people into Jumanji and summoning threats.

Chapter 2

Jumanji: Rwby Edition

Chap 2:

"Shit." I said as the words appeared in the center of the board.

"Never saw that before." Yang said, surprised as the words started to form.

"You mentioned that you played this game before, and it was the biggest mistake of your life. Can you elaborate?" Winter asked, curious but concerned.

"If we survive what's about to come out of that Oum forsaken thing that you all call a board game, then yes. I'll explain." I told her as the words finally formed.

"Oh, will you stop exaggerating! It's only a board game." Dew said, annoyed.

"You'll change your mind in about two minutes." I told her before turning back to the game.

"What do the words say?" Flynt asked, leaning forward, curious.

"They like your taste. Their fangs and claws are quite a sight. Underestimating will be your last mistake. Your party better move, post-haste." Octavia said, reading the words that appeared to be floating.

"I don't like the sound of that." Fiona said as she took out her crossbow staff.

"You shouldn't." I told her while looking around the room nervously.

"Can you just-what was that?" Gwen began only to ask when we heard a loud hissing coming nearby.

"I'm not sure. I never heard that sound before." Winter said, tense.

"And unless you want it to be the last sound you hear, get your weapons out now." I said as I continued to scan the room.

"You know, you're really getting on my nerves." Ciel said, yet got out her weapon along with everyone else.

"How do you know so much about this game?" Fiona asked, walking to stand next to me.

"I played a full round of this *game* , and it has left scars on my family and me." I answered as the hissing became louder.

"Then do you know what those words mean?" Flynt asked.

"Unfortunately. And unfortunately, what we are about to face, is far from the worst this *game* has to offer." I answered.

"Then tell us what the hell we are about to face, Arc!" Weiss demanded, annoyed.

"If you are so desperate to know, take a look for yourselves." I answered while pointing to the corner of the room. And from it came a mouth filled with razor-sharp teeth covered in blood.

"W-what's that?" Velvet asked, scared.

"Velociraptors." I answered as two more appeared alongside the first.

"I GOT IT!" Nora shouted, excited at the prospect of a fight. But she, along with the others, became confused when I covered her mouth and held her arms to her side.

"What are you doing, Jaune?" Ren asked with a light glare.

"Saving Nora as she was about to fall in a trap. Behind us." I answered while pointing behind me. They turned around and saw three other velociraptors coming from the corner.

"How did they get there?" Arslan asked, aiming her weapon at them.

"The game brought them here. They are raptors. One of the deadliest carnivores that have ever lived. But don't let the fact that they are animals fool you. Not only are they clever, but their instincts rival those of top-tier huntsmen. Fast and agile but fragile." I explained.

"Shouldn't we attack them, then? Before they get a chance to kill us?" Arslan asked, eyeing the movement of the raptors.

"Then you'll be doing what they want. Raptors are pack hunters. They love to lead their prey into a kill zone. And the only time you get to see a raptor face-to-face is when they have you surrounded. Basically, you attack any of them; the others we don't see will launch their surprise attack." I explained. And as soon as I said that, six more raptors appeared.

"Then what should we do?" Neon asked, worried as the raptors started snapping at each other. Almost as if planning on how to attack us.

"I'm thinking. I'm thinking." I answered while looking around the room for a solution.

"Well, you better think fast, Jaune." Pyrrha said, moving next to me.

"Could we distract them with something?" Penny asked.

"No. Once locked on to their next meal, they won't lose focus." I answered. But then, an idea came to mind. "Weiss, Winter. Do either of you have any ice dust?"

"Yes." They answered before realizing what I was getting at. They then loaded some ice dust into their weapons and fired at the raptor's feet. The raptors started sliding back and forth uncontrollably, which gave us the chance we needed to take them out. And in less than a moment, all the raptors were on the floor dead. Thankfully, no one got hurt during the brief fight.

"Is everyone okay?" I asked.

"Yes." They answered.

"That wasn't so bad." Yang said, smirking.

"I don't know why you were so worried." Reese added. Only to be smacked on the head by Arslan.

"Don't annoy the only one who has experience with this game. Plus, like us, he had no idea or equipment when he first played the game. Which would have made any situation much harder to deal with." She warned.

"Now what, Jaune?" Blake asked.

"We bring the dead raptors to a room and barricade them in it." I answered as I started bringing all the bodies into a single pile.

"Why?" Fiona asked, curious.

"The dangers of the game are immortal, in a sense. You can kill them, but the magic of the game will bring them back to life later." I explained.

"Is there any to circumvent that? Possibly destroy the entire body?" Ciel asked.

"Unfortunately, no. My family and I once destroyed a lion and made sure there was nothing left of it. But, in a few hours, the game brought it back to life. Nothing can stop the game." I answered while shaking my head.

"Wait. Your family played this game?" Neon asked, curious.

"Yes. But, let's save all questions for later. After we safely lock up the raptors." I answered.

They nodded in agreement before each of them picked up a dead raptor body. And after a bit of discussion, we decided to ultimately use the lounge room as we could barricade it easier. Grabbing the game and our food, we placed them outside the room before moving the furniture in front of the door. Then, as an added precaution, Weiss and Winter used their remaining ice dust to create an additional barrier in front of the doors and windows. Satisfied, we began to look for a different room to go over the game. Luckily, there was an empty room we could use down the hall. But before we entered the room, we made a quick detour to our dorms and lockers to grab the rest of our gear and more ammo. Once that was done, we returned to the room and set ourselves up.

"So, what would you like to know first about the game?" I asked as I sat down in front of the game. Looking it over, I felt a sense of relief that aside from more pieces for more players, there was no other noticeable change.

"First, the rules. I have a strong feeling that since it's a game, it must have rules and consequences should we break them." Fiona answered.

"Alright. Well, there aren't that many rules that Jumanji has. But the biggest one is no cheating of any kind is allowed. Any cheating, even an attempt at cheating, will be severely punished." I answered.

"Understandable. How do we finish the game?" Winter asked.

"And do we have to finish it?" May asked.

"The game is easy to play. Roll the dice, your piece will move, and a message will appear with the new threat/help. Rarely does the game will give you some help, but it could. However, don't count on it. If

you roll doubles, you get to go again. And when your piece reaches the center, the word Jumanji will appear. But don't forget to yell out its name; otherwise, you might as well not have reached the end. Lastly, to answer May's question, we have to finish it. Otherwise, the dangers will remain with the game, eventually finding a way to force us to finish it." I answered.

"Are the dangers real? Or are they only to scare us?" Arslan asked.

"The dangers are real. And they can kill you. But if you die, you will be brought back to life once the game is finished. However, like with my brother and mother, the terrors and events of the game can follow you years after the game finished." I answered.

"What happened to them?" Pyrrha asked, grabbing my hand.

"My brother's mental state deteriorated from the nightmares he had about the game. Eventually, he took his own life. My mother, who was pregnant at the time, went into premature labor from the shock. Neither of them survived." I answered, shocking everyone.

"I-i'm SO SOR-" Pyrrha began before I cut her off.

"It's fine. You didn't know. Anyway, after the incident, my family and I made a vow to make sure no one else ever gets harmed by this game. And despite the troubles, we were successful for the most part. That is until it came here, and Nora accidentally rolled the dice." I told her.

"Are you sure you want to continue with us?" Fiona asked, concerned as she placed her hand on my shoulder. "

"Unfortunately, I have to stay as I don't have a choice." I answered.

"What do you mean?" Yatsuhashi asked.

"As soon as the game started, we all started playing the game. And I do mean *all* of us." I explained.

"But there are only eight pieces?" Coco asked, still confused.

"There are seven official teams. Team Cfvy. Team Rwby. Team Jnpr. Team FNKI, albeit only two members. Team BRNZ. Team ABRN. Team NDGO. There is Penny's team as well. However, I have a feeling that Fiona and I are now counted as part of their team by the game. In total, that would make eight teams. Eight teams, eight pieces." Winter explained.

"Makes sense." Nadir said, nodding his head.

"How should we determine the turn order?" Penny asked.

"I think before we determine any order. We should get some help from others." Arslan said before turning to me. "Do you think your family can help?"

"They can bring some supplies and offer some insight into the dangers, but aside from that, not much." I answered.

"Well, any help would be appreciated. And if they could bring supplies, that would make things easier." Fiona said while gently squeezing my shoulder. "But we understand if you don't want to bring them and have them deal with the game again."

"No, you're right. My family could give some insight into what the game might throw at us." I said as I took out my scroll and started to message my family.

"Not to mention, It would be nice to meet my future boyfriend's family early on." Neon teased, causing me to roll my eyes while most of the others let out a chuckle. Although, I did wonder why some let out a small growl of annoyance or irritation.

Two Hours Later

"Will they be here soon?" Yang asked, tired and impatient.

"Yang. We're in Vale. My family lives on the northern end of Atlas. It's going to take some time for them to get here. Longer since they are also getting the supplies we requested." I answered, annoyed. Only to tense up when we heard the familiar sound of the raptors hissing. Thankfully, it seemed like they could not escape their imprisonment as the sounds soon died down.

"Should we inform Ozpin, Glynda, or maybe even Ironwoods to see if they could help?" Ren asked.

"No. The less everyone knows about this game, the better. Plus, had the dice not been rolled, none of you would have believed me. With that in mind, what's the chance that they would believe you, much less help us?" I answered. Hearing some footsteps coming our way, I got up from my seat as I figured it was my family. Walking towards the door, I opened it and smiled at seeing my family again. "Hey, guys."

"Hey, little bro. Good to see you." Saphron said as she pulled me into a tight hug. Letting go, I noticed something on her hand that made me smile.

"I see you, and Terra finally tired the knot." I said, pointing to the ring.

"We did. Took her long enough, though." Terra said, walking up next to Saphron and kissing her cheek.

"Hey, son." My father said, pulling me into a hug.

"Hey, dad." I said, smiling as we let go of each other. Looking behind him, I noticed that only three of my seven sisters were here, including Saphron. "Where are the others?"

"They will be here in about three hours. We did manage to bring all the supplies, but there are some that proved a bit more challenging to get. Luckily, one of dad's old contacts knew some locations where we could get the rest. So, the others volunteered to get the rest." Elmina, my oldest sister and a full-fledge huntress, explained.

"That would give us plenty of time to set everything up, though." Serilda, my second oldest sister and a fully certified medic added.

"How far did everyone get?" Terra asked.

"Only one turn." I answered.

"Then it's safe to safe that only the raptors frozen in the other room are the only current threat." My father said, sighing.

"Well, let's get everything situated then." Serilda said as she went back into the hall to retrieve five large bags filled with medical equipment.

"May I help?" Fiona asked, running up to us.

"Oh, hello, Fiona. Nice to see one of the Happy Huntresses here." My father said, shaking her hand.

"Wait, you two know each other?" Winter asked.

"She helped us a couple of times in the past." Elmina answered. "Now, will anyone else care to help?"

"On it." Some of the students said before rushing up to help while the others laughed.

One Hour Later

"All right. Now, let's set up the turn order." My father said as he opened up an app on his scroll. "Which team went first?"

"My team. Team Jnpr, which is comprised of me, Pyrrha, Ren, and Nora." I answered.

"All right. Who should go next?" Elmina asked as she readied her weapon. It was a hybrid weapon, as most weapons currently are. It was a trident in its melee form and had two gun modes. The first one

was a sniper rifle for long-range, with the other mode being a shotgun.

"I think that team Fnki should go next, as they only have two members." Winter answered. "Afterward, I don't think it should matter."

"True. But how should we decide who goes next?" Serilda asked.

"Maybe we draw straws." Nebula suggested.

"That could work." Saphron said as she reached into the bag and pulled out eight straws. Everyone shrugged before the team leaders each grabbed a straw. And after a few groans, we had the order. First would be Team Jnpr, Team Fnki, Team ABRN, Team NDGO, Team CFVY, Team RWBY, Penny's team, and lastly, Team BRNZ.

"Before we start, I have to ask. Is there any limit that the game has?" Arslan asked.

"And could a threat that you guys faced in the past show up?" Fiona asked.

"There is no limit to what the game can summon." Elmina answered before turning to Fiona. "Possible. It had happened before. We'll tell you another time."

"Everyone ready?" I asked as Neon grabbed the dice.

"Ready." They answered. Neon breathed out before rolling the dice. She got a seven with her piece, a spider, moving the correct amount of spaces. Soon, the words started to appear in the center of the game. Leaning forward, Coco began to read the words.

"Skilled in his craft and unrelentless. Be quick on your feet lest you end overwhelmed." She read out loud.

"That doesn't sound do bad." Nebula said, only to become confused when I froze.

"On, no." I said, fear creeping down my spine.

"What's wrong, cutie?" May asked, surprising everyone else.

"Remember how Elmina said something from a previous game could reappear. Well, I know this guy, and he is deadly." I answered.

"How deadly?" Yang asked, curious as she readied her gauntlets.

"I could break his legs!" Nora added.

"He is infinitely calm like Ozpin, skilled as Glynda, and even more tactical than the minds of Atlas's top school." I answered before throwing myself to the floor to avoid getting shot in the head.

"You won't escape this time!" A cold voice declared, sending a feeling of dread down everyone's spine.

"Fuck me." Was all I could think of at that moment, yet knowing that things were only going to get worse.

Note:

Short chapter to get the story going.

What dangers should come next?

Chapter 3

Jumanji: Rwby Edition

Chapter 3

"WHAT WAS THAT!?" May shouted as she helped me to my feet while everyone else got out their weapons.

"Van Pelt." I answered as a tall figure wearing safari hunting gear stepped into the light.

"Van Pelt?" Yatsuhashi asked.

"Who's he?" Nolan asked.

"The greatest hunter that ever existed." Van Pelt answered with a smirk.

"Jaune. Get behind us." Elmina said as she transformed her trident into its shotgun form. But Van showed off his skills by quickly firing a bullet into the chamber of Elmina's weapon, thus jamming it.

"Hmm. Even after all these years, you are still a coward. Why don't you come out and fight me like a man." Van taunted as he reloaded his gun.

"Like hell, I will." I said as I eyed his belt and hands. While it wasn't apparent to everyone, I had spent enough time running from him and in Jumanji to know that he was slowly reaching for something in his belt pockets. Yet, he made sure to make it appear that he kept his hands on his rifle.

"You've grown smarter since we last met. That's good. Too bad it won't do you much good since you're a coward." Van said with a smirk as his eyes drifted toward the others. While my family and I

knew what Van was doing and why he looked toward the other teams, they fell right into his trap.

"DON'T CALL OUR FEARLESS LEADER A COWARD!" Nora shouted as she, Pyrrha, May, Blake, Velvet, Reese, and Neon moved in front of me. But this proved a big mistake as Van quickly threw something at their feet. And before they could react or question what he threw, it exploded and froze them all in place.

"I have never seen that before." Winter commented as she took out some fire dust while keeping her weapon trained at Van.

"You don't become a proficient hunter without knowing a few tricks and picking up some more along your journey." Van mocked. "Now put away the fire dust, girly. It won't do much good in freeing your frozen acquaintances."

"Why are you hunting, Jaune?" Fiona asked.

"The game wants him to hunt me. But there is also another reason." I answered.

"Correct. The game wants me to kill you. But even if it didn't, I'll still do so as your mere existence and cowardice offend me." Van snarled. "Now, are you going to come out of hiding and fight me?"

"Alright." I said as I stepped in front of my frozen friends while pulling out Crocea Mors and my shield.

"Jaune. What are you doing?" Terra asked.

"He's a hunter. And every good hunter loves a hunt. So, I'm giving him what he wants." I answered, confusing everyone, including Van.

"What?" Everyone asked, confused.

"Just help the others out of the ice and help them deal with whatever Jumanji spawns when it's their turn." I sighed before throwing my sword at Van.

But he dodged it and retaliated by firing a shot at me. Luckily, I managed to raise my shield in time to block it. Not wasting a second, I dashed out of the room and narrowly evaded another shot.

"YOU DAMN COWARD! GET BACK HERE! YOU WON'T ESCAPE!" Van declared as he barged out of the room and chased after me.

"JAUNE!" I heard Serilda shout.

"TAKE YOUR TURN!" I shouted as I continued running down the halls with Van right on my heels.

Dodging another shot, I panted and willed my legs to go faster. After a few seconds, I turned a corner and sprinted down the hallway. Thankfully, Ozpin had planned this *'team party'* to take place on Saturday, which meant that most of the students were out in Vale and not in Beacon. However, despite this, I knew I could not outrun Van for long. He might be older, but he could outpace anyone alive. Whether this was because of his dedication to hunting or the game helping him, it did not matter. This meant that I had to either lose him or stall him with something.

'Come on. Think, Jaune.'

Thankfully, after a couple of seconds, I found something that could hopefully buy me some much-needed time to get away and lead Van away from the others. Once I reached the doors, I dashed into the library, hid behind one of the bookshelves, and waited. Luckily, I didn't have to wait long as Van entered only a few seconds later.

"Hiding again, Jaune. Should expect nothing less from you." Van said as he walked past the tables with computers on top.

'Glynda is going to give me the detention of a lifetime for this. And that's a best-case scenario.' I thought as I grabbed a book and a pen from a nearby desk.

Breathing out, I waited until Van was on the other side of the room before throwing the book toward the aisle ten feet away from him. However, as I predicted, Van knew it was a trick and turned toward where I was hiding. But as if to taunt me, he walked over to pick up the book and smirked.

"Are you going to keep playing mind games?" Van shouted before making his where toward my hiding spot. I waited with bated breath as he neared the place I wanted him to be before throwing the pen toward the doors. And while it didn't trick him, it still had the effect I wanted of Van glancing toward the entrance to see if anyone was there.

'Sorry, Glynda.' I thought before pushing the bookshelf until it would fall into the one next to it, causing a domino effect. The bookshelves kept hitting each other until they circled the room before ending with the one next to Van.

"Blast!" He said before the bookshelf containing dozens of Grimm encyclopedias and Professor Port's stories fell on him.

Not wasting any time, I bolted out of the library and headed toward the bullheads so I could escape to Vale. The reason was that despite lacking aura, Van could not die under traditional means. And him crushed under the bookshelf would only slow him down for about ten minutes at best. Knowing this, I pumped some aura into my legs to run faster toward my destination. After a couple of minutes, I arrived at the bullheads, paid for my ticket, and got on the one about to leave. Unfortunately, as soon as the bullhead ascended into the air, my stomach reminded me of why I hate flying.

'I don't know what's worse: Van Pelt chasing me, having severe motion sickness, or listening to Port's stories.' I thought as I tried to keep myself from vomiting but failed after a few seconds. *'I just hope the others took their turn already and are having better luck than me.'*

Half an Hour Later

Downtown Vale

'I hate motion sickness. I should have listened to Pyrrha and always kept some pills in my pockets.' I thought as I emptied my stomach into the trash can.

Wiping my mouth clean, I exited the airstrip and began planning my next step. I knew it wasn't a good idea to stay in one place as that would allow Van to track me down quickly. My only option was to keep moving and pray he doesn't find me soon. So I had to keep moving and put as much distance from him as possible to give the others enough time to take their turns and deal with whatever Jumanji sent their way. Speaking of which, I took out my scroll to message my sisters, Serilda and Elmina.

'Is everything okay?'

'Jaune. Are you okay?' Their message said, coming a second after I sent mine.

'I'm fine. I managed to trap Van in Beacon's library. But he won't stay trapped for long. In fact, I think he is already on his way to Vale to track me down. Hopefully, I can keep him away from you guys.'

'Well, stay safe, Lil bro. We just finished freeing the last of your classmates that Van froze with whatever he threw at them. Nadir finished rolling for his team.'

'What did the board say?' I asked, worried.

'Some enjoy the heat, while others the cold. Best prepare lest you face a terrible mistake. Any idea what that means?' I thought it over for a moment, but the answer came to me when the temperature suddenly dropped by about forty degrees, with the winds becoming violent.

'Damn it. I hate the cold.' I bitterly thought. Despite what most might think about my family and me, we actually hate the cold and prefer

the warm weather. Which is sort of ironic, considering we live in Northern Vale. But we have made plans to move to one of the Vale towns that border the sea. Huffing, I answered my sister's question. *'Yeah. The weather just dropped by about forty degrees, with the winds turning fierce. You guys better stay inside and turn the heat up. Also, check the other room to see if the ice is okay. We can't let the raptors escape.'*

'Alright. Be safe and try to find someplace to stay warm. But if you have to keep moving, try and get some warmer clothes.'

"Hopefully." I said while putting away my scroll.

Bringing my hands up to my face, I blew into them to try and warm them up. I then resumed walking to try and maintain the distance between Van and me, as I knew those few moments of messaging my sister allowed him to catch up. However, I didn't get farther than a mile as the weather grew colder by the second, eventually forcing me to take shelter in the closest building. But it seemed that my luck was turning around as I had entered one of the best coffee shops in Vale.

'Well, Elmina did say to try and stay warm. And I do have some spare lien from working those side jobs.' I thought as I walked to the cashier. Luckily, there were multiple cashiers, and no one else was waiting in line.

"Hello. What would you like to order?" The cashier asked.

"Um. What is the fire dust coffee?" I asked, curious.

"Oh. That's our specialty and what our store is known for across Vale. We use special dust to brew our coffee and to enhance its flavor. And we use our secret recipe that involves ice dust to do the same to the creamers and milk." The cashier explained with a proud smirk.

"Hmm, sounds tasty. I'll take your largest cup." I said.

"Make it two." A voice said from behind me. Turning around, I smiled when I saw my fourth older sister enter the store with a smile on her face. "Hey, bro."

"Hey, Calla. Nice to see you." I said as we hugged each other. Calla was also a fully-fledged huntress and graduated two years after Elmina. But what separated Calla from the others was that she chose to use two weapons instead of one, and both were hybrids. The first was an oversized ax, similar in size to Nora's hammer but could transform into a blunderbuss. And she also duel-wielded sai that could change to act as pistols.

"Good to see you two." She said as we let go.

"How did you find me?"

"It's hard to miss the familiar shade of blond hair I had the pleasure of messing around with for the past fourteen years."

"Fourteen? You have been doing it since I was born, with the last time being right before I left for Beacon." I said, smiling and rolling my eyes. "Anyway, where are the others? Elmina said you guys were bringing the last of the supplies."

"Order up." The cashier shouted, getting our attention. We grabbed our coffee and paid for them before sitting at a nearby table. Luckily, the store was mostly empty. And the coffee, the cashier wasn't kidding when he said it was good. It was undoubtedly the best coffee I had ever tasted.

"We were bringing the supplies. We had just finished loading the last of them onto the bullhead that would take us to Beacon when we noticed the sharp drop in weather and instantly knew that game did it. So, I decided to scout around to help anyone in need while the others took the supplies to Beacon. And I'm glad I did decide to scout as it allowed me to see my Lil bro again." Calla explained before pulling me into a hug and rubbing my head with her fist.

"Well, I'm glad you and the others are finally here. It's nice to be together again. And I have been wanting to introduce everyone to my team and friends."

"We're going to meet them soon. But I need to know something." Calla said, becoming serious. But I knew her well enough to know what was coming. "Do you have a girlfriend yet?"

"No, Calla. I haven't found that special someone yet." I answered while rolling my eyes.

"That's bad. Maybe the others and I can help you."

"Yeah, no. I don't want to traumatize anyone." I said, knowing how destructive my family can get.

"But anyway. What has Jumanji spawned so far, and how many turns have passed?" Calla said, becoming serious.

"Three turns. The dangers were raptors, the sudden change in weather, which I think is just Jumanji swapping the climates of the different kingdoms, and Van Pelt."

"Oh, great. Him." Calla seethed.

"Yeah."

"How far behind is he?"

"Not sure, but I would say not that far behind. I trapped Van under a couple of bookshelves back in Beacon's library. But that was about an hour ago."

"What about Jumanji's protector?"

"Señor. No Face. Thankfully, not yet. But we have to be careful since he is technically part and not part of the game."

"Hopefully, we don't see him. But that's all we can do now, hope." Calla sighed as we finished our coffee. "Anyway. What are we going to do now?"

"Well, I'm going to keep moving. Van can't be that far off now and most likely knows where I am. You need to head to Beacon to help the others deal with whatever Jumanji throws their way."

"No." Calla said, surprising me.

"No?"

"I ain't leaving you, Jaune. We both know what Van Pelt can do. And *we all know* that you don't have the necessary experience to face him head-on. Don't try to argue it." Call explained. I sighed at this as I knew she was right. While Pyrrha, Nora, and occasionally Blake have trained me, I was still far from a semi-competent fighter. The only reason why I managed to escape from Van before was because of the tricks my mother had taught me. And I doubt he would fall for them again.

"Alright."

"Good. Now, let's get out of here and find someplace we could use to lay low." Nodding, we got up and threw away our cups. But before we could head for the door, we heard Calla's scroll ring. She took and let out a sigh of relief.

"Who is it from?" I asked, curious.

"It's from Elmina. She said that the others arrived with the supplies and that someone called Dew had just rolled for her team's turn. However, they don't know what the game meant by its warning."

"What did it say?"

"Slick as a whistle, cunning as a snake. Careful of the wares; nothing is as it seems. A deal is a deal, and honesty is the tag." Calla read,

becoming more confused by the second. "Any idea what that means?"

"Yes. And we don't need to worry."

"Why?"

"Jumanji summoned a trader known as J.H. "Trader" Slick. He is only dangerous when something or someone threatens him or his wares. Other than that, he is harmless. But I cannot say the same for whatever he is selling. It's best just to avoid him and never buy anything if you run into him. Although, that shouldn't be too hard, considering how he handles his trades. He only wants rare materials in exchange for his goods."

"Okay. So we don't need to worry about him. But do you know where the game summoned him and if Van or other dangers can barter with him?"

"I'm not sure where Jumanji put Slick. But he's probably making his way to the center of Vale as he prefers to be in the center of wherever he is. And yes, Van and others can trade with him, but only if they can afford the prices. But I doubt they could."

"That's good. So we don't need to worry about them getting a fancy new weapon."

"A new weapon would be the least of our worries." I muttered. Shaking my head, I followed Calla to the door. But before we could exit, we heard what sounded like numerous people running outside. However, while I didn't think much of it, Call apparently knew what was happening.

"GET DOWN!" She shouted before tackling me to the flood behind some tables. And before I could say anything, the windows suddenly exploded along with the door.

BOOM

"What's happening?" I quietly asked as I activated my shield and reached for my sword. However, I groaned when I remembered I threw it at Van back at Beacon.

"The White Fang." Calla answered before pushing me to the side, so we didn't get caught as about thirteen White Fang members rushed into the store.

"What do you want?" The only cashier remaining asked. The others had fled that moment they heard the footsteps outside the store.

"SHUT IT!" The leader shouted before throwing the cashier to the ground. He then turned to the others that came with him. "Empty this place out. We need all the dust. Any you can find, bring it."

"Should we get some of this coffee, sir?" One member asked. And even though Calla and I were on the other side of the shop, we could hear her teeth chattering.

"Sure. Just be mindful not to let Roman or anyone else know we got some." The leader answered before huffing into his hands.

"Stay here and help any workers or civilians out the back." Calla told me before taking out her ax and stepping out to confront the White Fang. "Don't worry about Roman. I'll tell him after I throw all of you into prison."

"A huntress. GET HER!" The leader ordered.

However, Calle overpowered them quickly and forced them outside. It was clear the White Fang members were not expecting to run into a huntress. And it seemed they either had no fighter or were severely underprepared in case someone attacked them. Once everyone was outside with the White Fang members focused on Calla, I left my hiding spot and helped any employees out the back to safety. Thankfully, there were only three employees in the store. Unfortunately, while the White Fang didn't notice us leaving the store, we ran into someone far more dangerous.

"It took me much longer to find you, Sonny Jim. I was even thinking about bringing in my dogs to help. Very good." Van Pelt said as he aimed his gun at me.

"Not good enough, apparently." I countered.

"Maybe in your next life." Van said as he cocked his gun.

"DON'T YOU DARE TOUCH HIM!" The voice of Fiona shouted. Van quickly turned to the voice, but before he could react, an arrow lodged itself into his body and sent it flying to the nearby wall.

"Oh, thank you, Oum." The cashier said in relief as Van's body slumped to the side. However, I knew from experience that it wouldn't last long as Van has suffered far worse in the past and shrugged off his injuries.

"Is everyone okay?" Fiona asked as she ran up to us. But we could hear her teeth chattering with each step she took.

"We're fine. But we need to get out of here as this won't keep Van down for long." I answered.

"What are you talking about? She shot him with an arrow to the heart." The cashier said.

"We'll explain once everyone is safe. Now follow us and be quiet. Another huntress is keeping the remaining White Fang out front busy." Fiona said as she changed her crossbow into its staff form.

Nodding, we followed Fiona out from the store's rear back to the streets. Once we got there, I saw that Calla had already subdued most of the White Fang members. Now, only three, including the leader, remained standing. Yet, it was clear that Calla retained the advantage and would end the fight soon. And as much as I wanted to help her, I knew my priority would be to get the others to safety.

'Plus, it would allow me the chance to sneak away before Van wakes up. The last thing I want is for anyone else to get hurt, especially from him.' I thought as we continued to leave the area slowly. Unfortunately, that became no longer possible when two figures suddenly appeared across from Calla.

"Hmm. And here I thought they would be an improvement over the last bunch." The familiar voice of Roman Torchwick said as he looked over the unconscious White Fang members.

Deciding to risk taking a peek, I looked around the car we were hiding, and I saw Roman Torchwick standing about twenty feet from Calla and observing the damage. Next to him was his partner-in-crime, Neo. But while Roman conversed with Calla, Neo was looking around and spotted me quickly. She then sent a devious smirk my way. While this might send shivers down most people's spines, I only smiled as I knew differently.

"Hey, Trivia." I mouthed, causing her to smile briefly before focusing on Calla as Roman changed his grip on his cane.

"Jaune." Fiona said, getting my attention.

"Yes?"

"I need to help the huntress. Can you guide the others to safety?"

"Sure." I answered. Fiona smiled and was about to rush to aid Calla, but a vehicle exploding forced her to take cover. Momentarily, I thought that Roman and Calla had caused the explosion. But the angry voice of Van told me otherwise.

"COME ON OUT, COWARD! I AM DONE PLAYING GAMES!" He shouted as he aimed his weapon at Roman and Calla.

"Who are you?" Roman growled.

"Wouldn't you like to know?" Van growled.

"Yes, I-WOAH!" Roman began, lifting his cane to point it at Van. But to everyone's shock, Van fired a shot that blasted Roman's cane out of his hand.

'Damn it.' I thought before turning to the others. "Go. Now."

"You're not hurting my brother." Calla declared while swapping her ax for her sai.

"We'll see about that." Fiona said as she came out of hiding. Van looked back and noticed that Fiona had somehow flanked him without him noticing.

"What are you waiting for? Go! NOW!" I nearly shouted at the others. They hesitated before nodding and running away.

"Now, I remember you, Calla Arc. How's life?" Roman asked, never taking his eyes off Van.

"Same old, same old." She answered.

"Enough chattering. Tell me where Jaune ran off, or I'll blow your heads off." Van warned.

"Come on. Think, Jaune. Think." I said as I readied my shield. While Fiona, Calla, and Roman were capable fighters, their skills meant nothing against someone who was practically immortal. And that's not including that person's skills. Feeling a tap on my shoulder, I turned to my right and noticed that Neo was next to me. "Hey, Trivia."

'Jaune, what's happening?' She signed.

"I'll explain later. But right now, I need your help." I answered while looking back at the others. It was a tense standoff, with each one waiting for the other to make a move.

'Okay. But you better tell me everything. Now, how can I help?'

"See the horn on the guy's belt?"

'Yes. What about it?'

"It's not an ordinary horn. I need you to grab it along with the belt. Don't question it."

'Alright. But I need you or something to distract him. He seems more perceptive than anyone else I stole from before.'

"Alright." I said before letting out a deep breath. I adjusted my grip on my shield before leaving my cover. "VAN!"

"Jaune. What are you doing? I thought I told you to get the other to safety?" Fiona asked. But I ignored her.

"So you decided to stop hiding, finally." Van mocked as he trained his gun on me.

"Hey, hiding has its advantages." I countered.

"True. But what good are they if no one has the guts to put them into action."

"Who is this guy, kid?" Roman asked, slowly moving toward where his can landed.

"Van Pelt. A renowned hunter. Almost no one is better than him." I answered.

"I guess you can take comfort in the fact that a famous hunter ended your life." Van taunted.

"I would, but today's not the day. And even if it was, I doubt a famous hunter would let someone steal their possessions." I said, confusing him and the others. Van looked down and noticed that someone had swiped his horn and belt. Hearing light footsteps, he turned around and saw Neo holding both his horn and belt.

"You clever little monkey."

"NOW, NEO! USE THE HORN!" I shouted. She nodded before blowing on the horn. But she, Fiona, Calla, and Roman became confused when nothing happened. However, that changed to surprise when two ravenous black mastiff-like hunting dogs appeared from seemingly thin air.

"Blast. Not again." Van said, knowing where this was going.

"Neo. Quick. Order them to attack Van." I told her. Neo smirked before snapping her fingers and pointing toward Van. The dogs growled before running toward him, forcing Van to flee.

"Okay. That gives us a chance to relax." I sighed in relief. However, I tensed slightly before relaxing when Neo appeared next to me and gave me a quick hug. "Good to see you, Truvia."

'Good to see you, Jaune. It's been what, five years since we last saw each other?'

"More or less." I said.

"Jaune, you know Neo?" Fiona asked, curious.

"It's a long story. But the Arc Family, Neo, and I share a history together." Roman said.

"Really?"

"Yup." Roman said before turning to Calla and me. "Now, can one of you explain what's going on?"

But before either Calla or I could begin, we all felt the ground shaking. Turning in the direction Van ran, we saw a stampede of animals heading our way. Not only that, but we also felt a shiver run down our spines when we felt the temperature drop by another ten degrees.

"How about we return to Beacon first? Then, we can tell you two everything. Don't worry about Ozpin or the others." I suggested.

Roman and Neo nodded before we all dashed back to the airstrip.

One Hour Later

"So, the strange hunter, temperature dropping, stampeding animals were all caused by a game called Jumanji?" Roman asked as we walked down Beacon's halls to where the others were.

"Yup." I answered.

"And the only way to get rid of everything is to finish the game?"

"Yes." Calla answered.

'But refusing to play is not an option. And we can possibly die from whatever the game summons.' Neo signed.

"Yes. And before you ask, we cannot kill anything Jumanji summons. They are immortal and cannot die by traditional means." I answered as we reached the room.

"Are you sure it's a good idea to bring us here? While your family has no problems with us, I doubt your headmaster or the headmistress will take kindly to us." Roman asked.

"I'm sure. Plus, Ozpin won't be able to do much. He might not say it out loud, but he is terrified of my family. And Ms. Goodwitch is more accepting of things if there is a good reason behind it." Calla answered as I opened the doors. However, as soon as I did, someone slammed into me.

"JAUNE! YOU'RE BACK!" Pyrrha shouted as she clung to me tightly.

"Yes, I'm back." I chuckled as we got up.

"What happened to Van? Did Fiona get there in time?" She asked.

"Van is currently preoccupied with something. Two somethings to be precise." Calla answered.

"That's good." Pyrrha said. But her expression changed when she saw Roman and Neo. "Jaune. What-"

"It's a long story. Just know they are allies for the moment and agreed to help us beat Jumanji." I said, cutting her off.

"Alright." She said before entering the room. Sighing, we followed after her. Although, we all tensed up when the others, excluding my family, immediately grabbed their weapons when they saw Roman and Neo. Luckily, they lowered them when my dad got up.

"Good to see you, Roman. Same to you, Neo." He said, surprising everyone.

"Same here." Roman said, tipping his hat while Neo smirked.

"Mr. Arc. You do realize Roman, and his accomplice, Neo, are notorious criminals. They have a reputation for numerous crimes and never having been caught by any form of law enforcement." Winter said, shocked.

"That's what I'd like for everyone to believe." Roman said, annoyed.

"What do you mean?" Ciel asked.

"While most think Roman has never been to prison, that's not true. Back where my family lives, he's been to prison about ten times in the past eight years." I explained.

"And his accomplice?" Weiss asked.

"Only once. But that was for something else." Calla answered while Neo smirked and clung to my arm. I was about to free her arm but stopped when I heard some light growling.

"Are we sure we can trust him?" Penny asked. "Their reputation would state otherwise."

"We can trust them. And like I told Pyrrha, they agreed to help us beat Jumanji." I answered.

"All right. If you and your family say we can trust them, then so shall we. But we will be keeping an eye on them." Arslan said as she and a few others set aside their weapons.

"Oh, joy." Roman said, rolling his eyes.

"Did the next team roll yet?" Fiona asked as we all sat down.

"Yes." Saphron answered.

"Fox from Team CFVY rolled. And the game summoned some bats." Terra added.

"Luckily, we brought the necessary supplies to deal with them. They are now locked in the room next to the raptors." My slightly younger sister, Esmeralda, finished.

"That's good. At least it wasn't anything too bad." I said.

"Before I forget, do you guys know what that other message meant? The one about something being cunning and slick?" Reese asked.

"Yeah. The game summoned a merchant. He's harmless unless threatened. But whatever you do, never trade for anything from him. Nothing he sells is as it initially appears." I warned.

"Got it." Serilda said.

"Now. Whose turn is it?" Yatsuhashi asked.

"It's Team Rwby's turn." Brawnz answered.

"Who wants to roll the dice?" My younger sister, Afina, answered.

"I'll do it." Blake answered. She then grabbed the dice and rolled them. The dice landed on an eight with her team's piece moving.

Once it stopped, the words appeared in the center of the game.

"When a desire becomes an obsession. When friendly competition turns deadly. He has the forest and army at his back. Your party better run; otherwise, you risk being overrun." Yang read.

"What does that mean?" May asked. However, everyone became worried when I let out an irritated groan.

"Damn it. This game hates me." I said before diving to the floor again. And a split-second later, a hawk flew right where my head just was.

"Return to me what is rightfully mine. Give me back the Jaguar stone." The voice of Russel Van Pelt demanded as the hawk flew back to him.

"Yup. This game definitely hates me." I said as we heard more footsteps followed by the sounds of someone loading a magazine into a gun.

Chapter 4

Jumanji: Rwby Edition

Chapter 4

"Uh... kid. Who are they?" Roman asked as Neo and Neon helped me to my feet.

"The guy that looks death-washed over and is wearing a second-rate archeologist costume is Russell Van Pelt." I answered as several other figures with Assault Rifles and machetes appeared. "And the rest are his followers that he corrupted."

"You say corrupted; I say finally filled with the knowledge and power we rightfully deserve." Russell Van Pelt said as he fed his hawk a dead mouse.

"Wait. I thought the other guy was named Van Pelt." Fiona Thyme said, confused.

"They share the names for the most part." Calla said.

"Just call him Russell, as that's his first name. The other you can call Van Pelt." Esmeralda added.

"Too bad none of you will live long enough to use my name." Russell said before aiming his Bersa Thunder 9 at me. He then raised his other arm while unfurling his hand palm face up. "Unless you give me the Jaguar's Eye."

"What's the Jaguar Eye?" Pyrrha asked as she and Arslan, Neo, and Neon moved to stand next to me.

"And why do you think he has it?" Flynt asked.

"That's a long story." Serilda answered.

"But the jist is that the Jaguar's Eye is something important to the game. And another long story short, Jaune returned it and prevented Russell from keeping it. Now, he's Jaune's eternal rival. Well, at least until the game ends." Elmina added.

"But the thing is. I DON'T HAVE THE EYE!" I shouted, annoyed. "IT'S IN THE DAMN GAME!"

"LIAR! NOW HAND OVER THE JAGUAR'S EYE!" Russell shouted as he aimed his gun at me. "OR ELSE!"

"Does this... challenge have any abilities like Van Pelt?" Fiona asked as she moved to stand in front of me and the others.

"Well, yes. But nothing too dangerous at the moment. So... attack them!" I answered.

And without hesitation, May, who had turned her weapon into its rifle form, and Fiona fired at Russell. While the Jaguar's Eye/game did give him some powers, like summoning animals to do his bidding, he still had the reflexes and speed of a normal man. That meant that Russell failed to avoid getting shot and ended up getting 'killed.' Seeing their leader go down, the rest of his followers and the hawk attempted to attack. However, before they could do so, Neon and Reese skated between all of them, throwing them off balance while also disarming them. Once they were out of the way, Wiess and Winter summoned some glyphs to lock them in place and prevent them from doing anything. And because of that, they were easing pickings for everyone else.

"That was surprisingly..." Ciel began.

"Easy." Nadir finished.

"I thought they would have..." Roy began.

"Put up much more of a fight." Dew finished.

"Or does what makes Russel Van Pelt so dangerous does not pertain to fighting?" Penny asked, sounding curious.

"In single combat or when you have the numbers and weapons advantage, he is not that dangerous. He's only a bit more dangerous than a trained Atlas Soldier." My father said.

"But then again, that's not what makes Russel dangerous. What makes him a threat is that he is a master strategist and has animal control powers. Russel can also summon some animals from thin air or his mouth. Essentially, he likes to have the odds and encounters favor him." Saphron explained.

"That makes sense." Fox said.

"So, why didn't he use any of his powers?" Winter asked.

"It wouldn't have done anything meaningful." Esmeralda said.

"How so?" Flynt asked, confused.

"Russell can only summon two small or one medium-sized animal at a time. And it usually takes from a second or up to a minute to do so. So, it's not practical." Calla answered.

"Plus, the game just dropped him here with a few of his goons. So, he didn't have time to do anything." Serilda added.

"But I take it they will come back in a few moments." Arslan said as we saw some kind of energy enter Russell and his followers.

"Yup. That's why we need to stick them in another classroom and barricade it to give us time." I said.

"How are we going to barricade it this time? Neither Winter nor I have any more Ice Dust." Weiss asked.

"You might be out. But we're not." Cerise, my slightly older sibling, said as she went over to a bag and pulled out several vials of Ice

Dust. "We figured we might need some dust to barricade something or stop it in its tracks. So, we brought some."

"How much exactly? And from where?" Winter asked, curious.

"Not from the SDC. We got it from another place. And it depends on what form you're asking about. Dust form, we have about six kilograms. As for crystal form, we have 4.5 kilograms." Afina answered.

"Alright. Just be careful. We don't need any more accidents."

"But we still need something to keep them from getting out. Simply barricading the doors won't be enough." Roman said.

'We'll need something else to prevent Russell from even trying to escape.' Neo signed. However, only the Arc family, Winter, Weiss, and Roman understood her.

"Uh. What did she say?" Bolin asked, confused.

"I know it's sign language. And I understood a word or two. But I don't think most of us understand it." Nebula added, with most of the others agreeing.

'Great.' Neo mouthed, annoyed. However, she became confused when Serilda gave her a tablet. It was roughly the same size as a scroll but seemed far more durable. And for some reason, it was in her colour scheme. ***'What's this for?'***

"It's a special tablet we use at the hospitals I work at. It allows patients with speech disabilities or handicaps to effectively communicate with us. It's so everyone can understand you. I made it specifically for you, and Jaune insisted it be in your colour scheme." Serilda explained.

"Thanks." The tablet's voice said. But Neo sent a quick glance and winked toward me that the others missed. And for some reason, I felt

myself blushing because of it, causing Neo to smirk.

"But Neo is right. We need to ensure they can't escape. And a simple locked door behind a wall of ice won't do." Roman said.

"But can the game... help them escape?" Arslan asked.

"Not directly." I answered.

"How so then?" May asked.

"The game won't just free Russell from his prison. But it will help him in some way. However, that's only if we land on a tile that does that." Elmina answered.

"So we should make it as hard possible for him to escape should that happen." Fiona said.

"Pretty much. But that's just to be safe." Calla said.

"Does anyone have ideas then?" Ciel asked.

"I have an idea." Afina said, surprising everyone.

"What is it?" I asked, slightly worried.

"You'll see."

Thirty Minutes Later

"Okay. Now that that's done. I think we will easily have an hour before Russel can escape the room." Octavia said as everyone returned to the room.

"But I don't even want to know where you got those chains and ropes." Fox said.

"Or why do you even have them." Neon added.

"Why? Do you want some?" Afina asked with an innocent look as she held up some ropes that we used to tie Russel and his followers up. "I have some spare I could give you."

"Ah, no. Thank you." Yatsuhashi answered.

"But... maybe another time." Blake and Arslan said, surprising everyone. And making everyone also slightly uncomfortable.

"So... uh... whose turn is it now?" Roman asked, clearing his throat.

"It's Penny's team." Terra answered.

"And that consists of Penny, Ciel, Winter, and Fiona." Saphron added.

"So, who's going to roll?" I asked.

"I will." Ciel answered as she grabbed the dice. She then shook the dice in her hand for a second before rolling them. The dice landed on a total of eleven, with their alligator piece moving that many spaces. And once it finished, the new riddle appeared in the crystal ball a second later.

"What does it say?" Yang asked, curious.

"A shelf to a book or a nest to a bird. Home is where many want to be. Whether it be for love or something else depends on who/what you are." Ren answered as he read out loud the riddle.

"Does it always have to be a riddle, Jaune-Jaune?" Nora asked, curious.

"I think it's always a riddle. And I think only once it wasn't. But that's because it couldn't fit the whole message on the centerpiece." I answered.

"But does anyone know what it means?" Blake asked.

"Yeah. And what we just did went down the damn drain." Roman said, sounding annoyed.

"Why?" Ciel asked.

"Let me put it like this. In a war, where would you prefer to fight? In an unknown location that possibly belongs to the enemy? Or back home?"

"Well, we would prefer to be fighting at the enemy's home as that would typically mean the war is about to end, and we will win. However, being at your home... oh. Now I get it." Winter said as realization dawned on her.

"What? What does it mean?" Ruby asked, curious.

"Basically, it means that you're in a position that favors you. And in this case, it is the enemy's home/base." Penny explained.

"Oh. I get it now."

"So... the game-" Coco began.

"Yup. The game just gave Russell a way to either escape or become a legitimate threat." Elmina said as she and Calla readied their weapons. Seeing this, everyone else readied their weapons or reloaded them.

"Do you know? As in, it will take us someplace?" Nolan asked.

"Or will it change the place?" Reese asked.

However, before any of us could answer, the game began to shake violently. It soon began to slowly move to the edge of the table. Luckily, my dad managed to catch it and close the game before it did; otherwise, we would have been in a lot of trouble. Yet, I could begin to dwell on it as the whole room started to shake. The books on the shelves started to fall off while the couches and chairs began moving about the room. The bags that my family had brought fell

over, with lots of the supplies spilling out. Luckily, most of them were metal or in metal containers, which Pyrrha used her semblance on and brought them into the air so we don't lose them or they become broken.

"I TAKE IT THE GAME IS CAUSING THE EARTHQUAKE!" Flynt shouted.

Yet, before we could answer, our attention was drawn to my dad. The game had started shaking even more violently than before. It was almost as if it wanted to be open again. He was having trouble keeping it closed. Seeing this, Yang and Nora raced over to try and help him after Weiss threw some ice dust on the game. Yet, it proved futile, as not even a second after Yang and Nora grabbed it, the game burst open with such force that it sent Nora and Yang across the room. Since no one was holding it, the game fell to the floor, where it continued to shake.

"WHAT'S HAPPENING?" Pyrrha shouted.

"I DON'T KNOW!" I shouted as we all struggled to stay on our feet.

Soon, the shaking stopped, much to our relief. Yet it changed to horror when it started again, but this time far more violent. After a moment, it stopped again, and seemingly for good this time. But before we could relax, a massive green pillar of energy shot forth from the crystal ball. It was so bright that we all had to cover our eyes. And even though we couldn't see, we were all positive the pillar of energy went through the ceiling, all the way to the top of Beacon, before hitting and lighting up the sky. Thankfully, the whole thing ended after about fifteen seconds, with the board closing in on itself.

"Is everyone alright?" Fiona asked as Serilda went around, checking to make sure everyone was okay. However, she did skip Penny for some reason, as Ciel and Winter wanted to do it.

"I... would say so." Nebula answered.

"But we'll all be better once our visions aren't swarming with circles like we just got our photos taken at a line-up." Roman added, rubbing his eyes.

"What just happened?" Neo asked.

"We have no idea." Saphron answered.

"Hopefully, whatever that beam was won't cause us too much trouble." Ren said.

"Uh. You might change your mind in just a second." Cerise said as she looked out of one of the nearby windows.

"What do you mean?" Neon asked.

"Come take a look." She answered. Confused and slightly worried, we all walked over to the windows, and what we saw shocked us to the core.

"Oh, shoot." We all said, our voices were filled with dread. However, while my team, friends, and other teams were shocked at the fact a new jungle had spawned, with some parts merging with Vale, I was terrified. My family and I recognized several landmarks.

'Oh, come on. My luck can't be that bad.' I thought, annoyed, as I barely managed to make out figures racing through the thick trees.

Meanwhile

Other Room

Third Person

"Ugh. I hate being chained up." A thug from Russell's group groaned as they managed to sit up.

"Yeah. I never have and never will like being like this." Another said, sounding annoyed, as he rolled his shoulders to try and find some

relief.

"What do you suppose is going out there?" A third one asked as she looked out the window and saw the sky become a bright green for a few seconds before returning to normal.

"QUIET!" Russell growled as he got onto his knees with some struggle. "It's time."

"What's going on, boss?" A fourth asked, slightly scared as he recalled what his leader had done to another member who had failed him.

"Hmmm. It seems like something is wrong with the game as it transferred part of itself to here instead of transporting the players within itself." Russell said as he glanced out the window. "No matter. We'll use it to our advantage to take over this place and finally reclaim the Jaguar's Eye for ourselves."

Looking forward, Russell's eyes rolled into the back of his head as his mouth opened wider than any person could normally do. At first, nothing happened aside from an eerie noise that came from outside. Yet, that changed as a strong gust of wind suddenly appeared, knocking over all of Russell's followers despite them being in a locked room. Soon, numerous animals ranging from Dart Frogs to Eastern Brown Snakes came out of Russell's mouth.

"I still don't understand how that even happens." The second follower whispered to the fourth, who nodded in agreement.

"I don't think I even want to know." The fourth said. However, they all went quiet when they heard various menacing roars from all over the place.

BANG

"Best get ready." The first follower said.

"For what?" The third follower asked.

BANG

"For the hunt of the Jaguar's Eye and Jaune Arc." Russell answered with a growl as two rhinos burst into the room, followed by several other vicious animals. However, what caught Russell's follower's attention was that some of the animals were black instead of their usual colour and had red-glowing eyes. Chuckling with a demented grin on his face, Russell stood up. "Now. Let's go."

"But boss. We're still tied-" The fourth member began. But he went silent when several spiders climbed all over them and somehow began undoing all their chains.

"NOW! GO GET MY JAGUAR'S EYE! AND YOU KNOW WHAT WILL HAPPEN IF YOU FAIL ME AGAIN!" Russell shouted as his vulture arrived and landed on his shoulder.

"Will do, boss." The followers said as they grabbed their weapons before exiting the room. Yet, instead of following them, Russell went over to the window. He looked out of it toward the edge of the new forest with a glare as his vulture cawed.

"Soon. It will be mine. And not even you can stop me." Russell said. And even though he didn't see anything because it was so dark, he knew it was staring back at him and had heard every word.

Back With the Others

"Okay. So let us get this straight." Ciel said as they all sat down on the couches. After seeing the changes to the world outside, we decided it would be best to explain a bit about our encounter with Russell Van Pelt in the world of Jumanji.

"The Jaguar's Eye is a mystical gem that belongs on top of a Jaguar Statue that watches over a part of the game and protects all living life there while keeping curses away." Nadir said.

"And taking it, or 'blinding the cat' as you say, would plummet the land into dark times while also cursing whoever took the Eye." Dew said.

"And the only to reverse it is to return the Jaguar's Eye and shout Jumanji." Velvet said.

"Once that happens, everything goes back to normal. Well, at least for that part, right?" Blake asked.

"Yup. There's a whole world/universe inside the game of Jumanji. The Jaguar is just one part of it. A part that I had the misfortune of having to complete. At least I had Calla, Elmina, and Serilda to help me." I answered.

"I'm sorry you had to go through that at such a young age, Jaune." Pyrrha said, leaning into me, earning a glare from a few others for some reason.

"Thanks, Pyr."

"Where is the Jaguar's Eye? Is it still in the game?" Winter asked.

"Yes. It's still in the game." Cerise answered.

"Nothing can come out of the game without Jumanji's permission... in a sense. Basically, the game must be willing to bring something out of itself and to our world." Calla answered.

"So, why Russell thinks I still have the Eye is beyond me." I said.

"Is there any reasoning with him? Perhaps we could convince him to stop and maybe even join us." Fiona asked, curious.

"Nope. Russell is beyond reasoning. But whether that is from the curse or the game, we don't know." My father answered.

"All we can do now is just deal with him and anything he summons or brings with him whenever we meet him, or he becomes a threat."

Terra added.

"That actually reminds me." Penny said, getting our attention. "Since, as you say, Jumanji is its own world. Are there creatures or diseases that we should watch out for?"

"Yes. There's a lot actually." Afina answered.

"Can you give us an example?" Arslan asked, slightly worried.

"I can give you three examples. First is the Black Mamba. It's incredibly venomous, and its toxin can kill a fully grown person in twenty minutes. Second, is the Poison Dart Frog. It's poisonous, with the toxin being so potent that it can kill up to twenty adult people. But that's only if you eat it, which I doubt anyone would do. If you come into contact with it, it will just cause you to experience swelling, nausea, and paralysis. Not the greatest feeling, but far better than dying. Lastly is the female Anopheles mosquito. They can carry a disease called Malaria. And if not treated, it can become severe and may cause kidney failure, seizures, mental confusion, coma, and even death." Serilda answered.

"And that's just the animals. There's a whole bunch of plants that could harm us." I added.

"A-are they curable?" Velvet asked, slightly worried.

"And can our aura help or prevent it... depending on what it is?" Nora asked.

"It depends. But yes, aura can help either stop it or slow it down. And yes, nearly all of them are treatable. But you must be quick about it; otherwise, as with the Black Mamba, the end results won't be pretty."

"Do you have the cures/treatment, or should we move to a more secure location after warning Beacon's headmaster?" Ciel asked.

"Yes, we have cures and treatments for most of them. And most you don't even have to worry about if you can keep your distance from the animal/creature. However, since the game decided to bring part of itself to our world for some reason, that's going to be a lot harder now." Serilda answered.

"So, what should we do then?" Roman asked.

"A couple of things. First, we need protection since some things can harm us just by coming into contact with us. Luckily, we brought enough protective gear for everyone." Esmerelda said as she and Calla passed out gloves and boots. They then passed out clothing items such as pants and hoodies for anyone who had a lot of skin exposed.

"Put these on every one. This should protect us. But to ensure they don't fall off and not let anything crawl in, here. Wrap tape around the entrance of the gloves and boots." Afina said as she gave everyone a roll of tape.

"Okay. Then what?" Yang asked as we all suited up.

"Considering the bang we heard moments ago; it's safe to assume that Russell managed to escape. And that means he and his followers are looking for us or anything they could use against us." Calla answered.

"Russell probably also has more dangerous animals under his control now that Vale is part jungle. And because it is Jumanji's jungle, there's a good chance that more of his followers were also teleported here. So, we have even more to worry about." Elmina added.

"That means this is no longer a safe spot, which leaves us two options."

"What are they?" Winter asked, having a feeling she knew.

"The first option is to simply deal with this new challenge and eliminate all hostiles, including the animals. Afterward, clear out all plant life."

"And the other?" Fiona asked.

"Leave. Even though Beacon does offer many benefits, it is already overrun with plants, animals, and soon Russell's followers. And all the negative attention will undoubtedly attract Grimm. While we could fight most of them off, it will be only a matter of time before they overrun us. And that's not taking into account what else the game could throw at us." Calla answered. Everyone gained an apprehensive and thoughtful look at hearing this. While they did not want to leave, everyone knew that Beacon was slowly being overrun. And even though they could defeat Russell and the animals without much effort, they knew it would only be a temporary victory since the game would bring them back. Not to mention, a new challenge/threat could come out of the game that could easily overwhelm them, which would be easier with all the plant life invading the school. That left them only one real option that would benefit them longer.

"As much as I hate running away, I think finding a new place to continue the game would be the best option." Nebula said after a moment.

"Yeah. If we stay here, we're only putting off the inevitable." Flynt agreed.

"And while we could take out Russell and his followers, it would take a while to clear out the school of the animals and plant life." Ciel said.

"Not to mention, while Jaune's family did bring a lot of supplies, it will still run out eventually, and so will the ammo for our weapons." Pyrrha added.

"True. Plus, even if we defeat and tie up Russell and his followers, the game could just summon something else that would free Russell

again or make him harder to deal with." Brawnz said.

"But where should we go?" Ruby asked.

"And what of the other students and faculty? I know you said they will come back to life if they die once the game ends, but we can't just leave them like this." Arslan asked.

"Of course. Regardless of whether we were going to stay or leave, we'll inform everyone else." Saphron answered.

"That's good." Fiona said, sounding relieved.

"But where should we go?" Roman asked.

"There's a bunker not too far from here that was built during the Great War. And even though it hasn't been used since then, the council has been maintaining it and keeping it stocked." Elmina answered.

"But how do you suppose we get in?" Yatushashi asked.

"I could get us the password if need be from Atlas. Then again, I believe they already have the password." Winter said.

"We do. All senior medical staff are given the passwords to the bunker so we can take patients there should another Kingdom or the Grimm attack." Serilda answered. "And luckily, the one nearby has all the supplies we need to weather out the rest of the game. Or, at the very least, make it easier."

"Then we should head there as soon as we finish warning everyone else." Fiona said.

"But make sure to grab your coats before we leave. I'm not sure if the temperature changed when the game brought the jungle here. So, better safe than sorry."

"Right." We all said as we began to gather whatever stuff we had at the moment.

"So, who should go warn the other students and faculty?" Reese asked.

"Perhaps we could just send a message to Ozpin. By now, I'm sure he's caught on to the fact that something supernatural is going on. Then, he could send an alert to have the school on high alert or evacuated." Yang suggested.

"It doesn't seem like that is going to work." Terra said, tapping on her scroll.

"Why not?" Coco asked.

"It seems like the game is messing with the signal. I'm trying to see if I could get anything to work, but nothing is coming up. Not even on the emergency channels."

"Then we need to think of another plan." Winter said.

"Wait. Doesn't this school have like a system to send out an emergency message to every student's scroll, regardless of there is signal?" Nolan asked.

"Yes. It does. Ozpin had it installed a while back." Weiss answered.

"Alright then. Some of us will go to Ozpin's office and have him send out the message or do it themselves if he's not there. Meanwhile, the rest of us will move the supplies out of the school." My father said.

"Who should go then?" Neo asked.

"It should be a team with at least one member who knows the place. That way, they don't get lost and won't take too long either." Winter said.

"In that case, someone from Team JNPR, Team Rwby, or Team CFVY has to come since they know the school's layout." Arslan said while looking at me for some reason.

"And it should be a team of four. While we could all defend ourselves, having teammates nearby would make it easier and less likely for them to get ambushed." Fiona added.

"True." Calla agreed. "That would be for the best."

"And I think Jaune should come as well since he is the most familiar with Jumanji." Ciel said.

"True. I might recognize something and be able to tell you how to deal with it. Plus, I also know a shortcut to Ozpin's office." I agreed.

"Who else?" Cerise asked.

"Penny should go. She's excellent at hacking into electronics. If there's a password or something blocking you, there's a good chance she could bypass it." Winter said.

"There is no password safe from me!" Penny cheered, causing some of us to chuckle.

"I should probably go as well. While I doubt there are any yet, Grimm might be attracted to all this negative emotion. My semblance would allow us to remain. And it would let me see if anybody else is nearby." Ren said.

"Now, we just need one more person." Roman said.

"I'll go. I might not be as stealthy as others, but I do have a silent weapon and can take down enemies without the chance of alerting the others. And the less attention we attract, the better." Arslan said.

"Alright then. But be careful. We don't know what is out there." Calla said.

"We will. We'll be back soon." I said as we exited the room.

"And in the meantime, let's get everything packed up and ready to go. The quicker we leave, the better." I heard my father say as we closed the door.

"So, which way, Jaune?" Arslan asked.

"There's a path that not many use. It leads us to some stairs that would take us just around the corner from Ozpin's office." I answered.

"Why not the elevators? I'm pretty sure they still work."

"Actually, the elevators are currently out of order as they require maintenance. Additionally, some plants have gotten into elevator shafts, rendering them unsafe to use." Penny said, surprising us.

"Uh. How do you know that?" Ren asked, confused.

"I uh. Winter, Ciel and I saw some vines going to where the elevators are." Penny said, avoiding looking at us.

"Uh, huh." I said, not believing her. But it didn't matter right now. There were more pressing matters that we needed to attend to. "Anyway. Let's get going."

"Right." The others said before following me.

Meanwhile

Downtown Vale

"Alright. that is one auto-reloading drum-fed shotgun and one Remington Model 700. Both of which are compatible with all rounds for their gun type and can even used dust-infused rounds." J.H. "Trader" Slick said as he gave Van Pelt his newly brought weapons.

"Hopefully, they are worth the price." Van Pelt said as he holstered them.

"Of course. Everyone who shops at "Honest John Dealership" leaves as a satisfied customer."

"Right. We'll see about that." Van Pelt said, eyeing J.H. "Trader" Slick as he knew the seller had a reputation for selling faulty wares.

"And we'll both be satisfied. But even I have to ask, why do you want such strong weaponry native to this world?"

"I might hunt all manner of prey, regardless of what they are. But even I know when things are off-limits and are better left alone. Yet, Russell doesn't have that."

"Wait. I thought you two were allies?"

"Heh. Not in the slightest. We each have different goals and only occasionally cross paths. Other than that, we prefer to stay clear of each other. However, the biggest difference is our intelligence. As I said, I know when things are off-limits or when you are the prey, not the hunter. I know when things shouldn't be challenged. Russell doesn't. He's even been looking into things to challenge *HIM.* "

"OHOHOH! You should never challenge him!"

"Exactly. But these guns aren't for him or Russell."

"They're not?"

"No. I'm still hunting Jaune. And since he has allies and the game brought part of its world here, I'll need some more powerful guns to complete the hunt."

"Well, then, you picked the right weapons. Good luck." J.H. "Trader" Slick said before entering his shop.

"We shall see." Russell said before looking toward Beacon Academy. With a huff, he made his way there.

Beacon Academy

"Wow. I can't believe you've been in the game several times." Arslan said, amazed.

"Yup. And almost none of it was pleasant." I said as we quietly sneaked toward Ozpin's office.

After leaving the room and heading for the stairs, nothing noteworthy or remarkable happened, thankfully. We only ran into three teams that were wondering what was going on and why it was suddenly muggy, like they were in a forest. Luckily, they believed our lie about how a project from Ozpin and Ironwood backfired, leading to... this mess. And now, they told us to go around and warn the other students and have them head to Vale for the time being until Ozpin sent a message saying they could return.

However, that all changed when we reached the floor we wanted. No sooner than we arrived, we had to duck into an empty classroom to avoid getting spotted by some of Russell's followers as they patrolled the area. But to our delight, it seemed like they were more interested in conversing with each other. And since they were distracted, Arslan and Ren managed to take them out with ease. After dragging the bodies inside the classroom and closing the door, we resumed heading toward Ozpin's office. Unfortunately, we had to take a different, much longer route when we came to a part of the hallway that had rubble blocking the path. Groaning, we went another way, with the others asking me some questions about Jumanji to pass the time.

"I can imagine." Ren said.

"Is it possible to retain some items from Jumaji after the game ends?" Penny asked.

"Nope. After beating Jumanji, the game essentially rewinds time to the moment before you roll the dice. Basically, it will be as if we haven't even started the game. But we will keep the memories of what happened." I answered.

"Two more people coming down the hall around the corner." Ren suddenly warned. We immediately ducked into a nearby classroom and waited. After a moment, the two figures appeared, who turned out to be more of Russell's followers.

"Hey! What are you doing?" Arslan asked when I stopped her and Ren from using their weapons to eliminate Russell's followers.

"Did you see something, Jaune?" Ren asked.

"Yes. Don't move." I answered. Taking out Crocea Mors, I slowly reached forward with my sword pointing away from us. Penny, Ren, and Arslan followed the blade with their gaze until I reached what I saw.

"What is that?" Penny asked as a brown snake slowly slithered along some wild plants that were about as tall as us and right beside us. Remaining quiet, I slowly moved my sword until it was in front of the plant. After a moment, the inland taipan moved onto my sword, mistaking it for more of the plant. Once enough of it was on my sword, I flung it to the other side of the room.

"There." I said, relieved.

"Uh? What was that?" Arslan asked, confused.

"A snake species native to Jumanji. It's an inland taipan."

"Are they dangerous?" Ren asked.

"Yes. They are typically shy but will attack to defend themselves. The thing is, their venom is toxic enough to kill a hundred full-grown people in a single drop."

"Oh." Arslan and Ren said. Even if their aura could protect them from poisons, they doubted it would be enough to stop or even slow down something that toxic.

"Is it curable, and do you know the fatality rate?" Penny asked as we heard a very faint whirring sound from her.

"It is curable if you act fast enough, which is basically at the moment. And I'm not sure about the fatality rate." I answered.

"Well, either way. It's away from us now, and I doubt it would come near us again if what you said is true, Jaune." Ren said.

"Alright. The guys just turned the corner. Let's go." Arslan said.

Nodding, we got up and exited the room. We then resumed heading toward Ozpin's office. Fortunately, we only had two more encounters with Russell's followers. And like the previous times, they were distracted talking with each other, allowing Arslan and Ren to take them out quietly. However, what nearly caused us to find another route was when two rhinos and a lion, clearly under Russell's control, came charging at us. Yet, to our shock, Penny managed to stop the two charging rhinos in their tracks by grabbing their horns. She then picked them up and threw them at the lion, killing it under the combined weight of the rhinos. Initially, we wanted to question how she did that, but we figured it would be better if we did so once we left Beacon. After another couple of minutes, we reached Ozpin's office, where, to our slight annoyance, we discovered it was locked. And we needed to input the password into the keypad next to the door to unlock it. Luckily, there was an alternate option we could use.

BAM

"I'm pretty sure Nora would have loved to do that." I said, chuckling, as Arslan broke the glass window on the door before reaching inside to unlock it.

"She would. But she would have either ripped the door off its hinges or used a grenade, which would have attracted a lot of attention. Ren said, also chuckling.

CLICK

"Got it." Arslan said as she unlocked the door before opening it.

"Thanks, Arslan." I said, causing her to smile. We then entered the room. And no sooner than we did, we froze in shock at what we saw.

"Shit." Arslan, Ren, and I said. What we saw was the slumped-over body of Ozpin on his desk with a coffee cup in his hand. But while Arslan, Ren, and Penny thought Ozpin was simply unconscious, the barbs lodged in his hand told me otherwise.

"WATCH OUT!" I shouted as I pulled the others out of the room, just in time to avoid getting hit by a poison barb.

"What was that, Jaune?" Arslan asked.

"Damn Poison Purple Flower Plants."

"What?" Ren asked, confused.

"Beautiful purple flowers. Don't go near them or within line of sight. They shoot poisonous barbs at you. They are nearly as toxic as the inland taipan. And these plants grow like weeds."

"They are native to Jumanji, right?" Penny asked.

"Yup. But unlike most others, these purple plants have a fatality rate of ninety-nine percent. All it takes is five minutes for you to die if you get hit by the barbs."

"So, what should we do?" Ren asked as we peeked inside the room and saw the purple plant looking around the room for us despite not having eyes.

"Well, after firing one of its barbs, it takes a while before it can do so again. So, I use my shield to block the barb while one of you goes in to cut it down."

"I'll do it." Arslan said as she readied her dagger.

Nodding, I readied my shield before breathing out. I then went into the room with my shield raised high. And once it saw us, the purple flower shot its poison barb at us, which failed to do anything against my shield. Then Arslan quickly threw her dagger attached to her bandages to the flower, cutting the top off and killing it. The 'head' wreathed around on the ground for a moment before going still. With it gone, we went into the room while Ren headed over to Ozpin and checked his pulse.

"Is your headmaster still alive?" Penny asked.

"No. He's gone." Ren said.

"Don't worry. He'll be back once we finish the game." I said as we looked around his desk for the PA system.

"Are we able to use the remains of the purple flower to coat our weapons in its toxin?" Arslan asked.

"I... I'm not sure. Every time my sisters or I saw it, we ran in the opposite direction." I answered as I struggled to get into the school's computer.

"Let me try." Penny said as she moved me to the side.

"Alright." I said with a sigh as I looked over to the purple plant that Arslan was examining. While I doubted it was worth anything, I debated whether we should bring it or not. On the one hand, we might still be able to use some of its toxins on our weapons to give us an edge against whatever else Jumanji throws our way. But on the other hand, it could just be dead weight. After a moment, I

decided that we should bring it. *'Serilda might figure out a use for it. And if not, then it might be of some value to J.H. "Trader" Slick.'*

"Done." Penny said, snapping me from my thoughts.

"Already?" Ren asked, surprised.

"Yes. It was a simple encryption. Everyone should be receiving a message soon to leave and stay away from Beacon Academy in a moment."

Ding

"That was quick." Arslan said, impressed.

"Yeah. Anyway. Now that we sent out the message, let's go meet up with the others." I said.

"Right." The others said.

"Should we take the plant?" Arslan asked.

"Yes. Even if we can't use it for our weapons, it might still have some use." I answered.

"Here. Put it in this bag." Ren said as he tossed a bookbag toward Arslan.

"Thanks." Arslan said as Penny grabbed the plant and put it in the back before closing it.

Third Person POV

With the message sent and the plant secured, the four teens exited the room. Thankfully, as they raced down the hall, they didn't encounter any more of Russell's followers. However, they did encounter some animals that were also under Russell's control. But, like with the rhinos, Penny effortlessly threw them away, causing them to flee in fear afterward. Yet, they did wonder why they were

black and had red eyes similar to some Grimm. After another ten minutes, they reached the stairs and descended toward the first floor.

"Okay. If we cut through here, it will cut the time in half." Jaune said as they turned left.

They continued racing down the hallway while occasionally dodging and avoiding some plants, vines, or animals that they crossed. Thankfully, the animals they saw were either non-aggressive or didn't pose an actual threat. After a couple of minutes, they reached the room they were previously in. Heading in, they checked to ensure that everyone had left and none of the supplies were left behind. Thankfully, everything seemed to be accounted for, as there was nothing left. Once they finished, they grabbed the coats the others left for them.

"Okay. A few more turns, and then we'll be near the front entrance." Ren said as they exited the room before racing down the hallway.

"And then we get on the bullhead and head for-' Arslan began, but a click cut her off.

"Nowhere. None of you are going anywhere." Van Pelt said as he appeared from around the corner with his new shotgun aimed at them.

"Jaune. Get behind us." Arslan said as she and Ren took out their weapons.

"Hiding him won't do any of you any good. Now, tell me where he is." Van Pelt demanded, confusing the teens.

"Tell you where he is? He's-" Ren began, about to point behind him. But he stopped when Van aimed his shotgun at him.

"Don't you dare move. Tell me where he is. NOW!"

"We won't give our friend up." Penny said as her backpack opened up with several swords floating out of it.

"Okay. I wasn't expecting that." Ren said.

"Me neither." Arslan said, equally surprised. However, they all became slightly worried when Van Pet fired two shots. One shot destroyed one of the swords, while the other froze one.

"Looks like upgrading my weapons was worth it." Van Pelt said, smirking. "Now. I won't ask again."

"That's not enough to deter us." Penny said as she had her swords form small rings before having them fire energy blasts at Van Pelt. The first few attacks managed to hit Van Pelt, causing him to fly back. However, he used the momentum from being thrown back to turn the corner and immediately return fire.

"INSIDE!" Ren shouted, pointing to the room next to them, which just so happened to be the library. Not wasting a second, they entered the room while Penny continued firing at Van Pelt. But after a second, she stopped to follow the others inside.

"That should hold him for the moment. Um. Why are you two in a combat stance?" Penny asked, curious. But she got her answer when she followed their gaze to see Russell standing about fifteen feet away from them. "Oh."

"Oh indeed." Russell said, chuckling as he pointed his gun at them while the two panthers next to him roared. "Now. I have the advantage. And I can use you three to lure Jaune out and have him give me the Jaguar's Eye."

"He doesn't have it." Ren said.

"And we won't let you get to him." Arslan said as she readied her weapon.

"You say that. But this won't be like the last time when you caught me at a disadvantage." Russell said as four of his followers appeared with their guns raised. "Now. We can do this the less painful way or the messy way. You're choice."

"How about the way where you just turn yourself in." Ren said.

"The messy way it is then. Get them." Russell ordered. His panthers roared while his followers readied themselves. Yet, before any of them could do anything, the panthers were suddenly frozen while the followers burst into flames. "WHAT?!"

"Okay. What just happened?" Penny asked, confused. But they got their answer when they heard Van Pelt's voice from behind them.

"Back off, Russell. These kids are my leverage to draw the kid out." Van Pelt warned as he aimed his gun at Russell.

"Van. I didn't think you would stoop so low." Russell said, aiming his gun at Van.

"Says the man who's trying to upstage the Protector and Demon of Jumanji. I'm just following Jumanji's law."

"And you can do so much more with me in charge. So, why don't you help me instead."

"You think I don't know the likes of you, Russell. You? You're dishonest and a dishonest man you can always trust to be dishonest. So, I know you'll never stick to your word." Van Pelt said as he aimed his new rifle at Russell's head. "So, let's cut the crap. Leave the children to me so I can use them to draw Jaune out."

"Not going to happen." Russell growled.

"What are we going to do?" Arslan asked.

"I don't know." Ren answered.

"What do you think we should do, Jaune?" Penny asked. But when she didn't receive an answer, she looked around and was surprised by what she didn't see. However, before she could say anything, the sound of Russell and Van Pelt cursing caught her attention.

"BLAST!" Van Pelt shouted as he felt restrained while mysteriously being lifted into the air.

"WHAT'S HAPPENING?" Russell shouted as he tried to escape. But it proved futile.

"LET US DOWN!" Van Pelt demanded. Yet, not even a second later, they were thrown through the window and out of Beacon. And while they couldn't see it that well, the teens knew that Van Pelt and Russell had landed in the Emerald Forest.

"What just happened?" Arslan asked.

"Ms. Goodwitch. Thanks for saving us." Ren said. Turning around, they saw a furious and slightly disheveled Glynda Goodwitch staring them down. Yet, it was clear her anger was not directed at them but rather at everything else that was happening.

"You're welcome. But now. Tell me. WHAT IS HAPPENING!?" Glynda demanded.

"It's too long and hard to explain right now, Ms. Goodwitch. But we'll explain and show you what is happening once we are in a safe spot, considering the school is about to be overrun."

"If the large number of invaders, animals, and strange plant life is anything to go by, then it already has been overrun." Glynda sighed. "We need to head to Ozpin's office to send out a message to alert the rest of the faculty and students to leave."

"We already did." Arslan said.

"You... already did?"

"Yes. We did." Ren said as he showed Glynda the message on his scroll.

"Alright. Then we should get going then. And I presume you three already have a destination in mind or ready."

"Yes. And they are waiting for us right now."

"We could also use your help, Ms. Goodwitch. And again, we'll explain everything once we're safe." Arslan said.

"If it means returning everything to normal and saving Beacon, then fine. I'll help you with whatever is happening." Glynda said, causing the teens to smile.

"Thanks."

"Now. Let's go, you three. There's no telling what else might arrive." Glynda said as she made her way to the door. But she stopped by what Penny said next.

"Three? There were four of us here." Penny said.

"Who's the fourth? I only see you three."

"It's me, Arslan, Penny, and... wait. Where's Jaune?" Ren asked, looking around.

"Wait. Where is he? I could have sworn he was just with us." Arslan said, worried.

"What route did you three take? Perhaps Mr. Arc took a wrong turn without knowing it." Glynda said.

"Could be." Penny said.

"We should go find him since the ones that are waiting for him are also his family." Arslan said.

"Alright. But let's be quick and careful about it." Glynda said as they exited the room, unaware that Jaune wasn't even in the school anymore.

Meanwhile

Edge of Vale

"Hmm. So much is wrong." A tall, mysterious figure said as he looked at the shattered moon before turning to look at the town that had now merged with parts of the game. It had glaring red eyes and wore purple robes, black boots, and a large cavalier hat with a red plume. But its most distinctive feature was its skeleton face. "The game is in danger. It will not be destroyed. Its invaders shall be destroyed along with Russell Van Pelt."

Notes:

This was significantly harder to make than I expected. Oh, well. At least I found some other ideas I could use for dangers... and laughs for Jaune.

Hint for the Next Chapter (Whenever it comes out): Jamazon Tribe